

SERVICE DELIVERY REPORT (SDR)
Local Government Limited Gaming Impact Fund
COMMUNITY DEVELOPMENT (Planning, Zoning and Building)

Instructions for completing a Service Delivery Report may be found on the Department of Local Affairs website at:
www.dola.state.co.us/LGS/FA/gaming.htm

Reporting Entity (County, Municipality or Special District) Name and Address:

County of _____
Contact Person _____ Telephone # _____

1. Reporting Period: _____ Year (Note: Service delivery activity is calculated for each calendar year following 1991.)

2. Service Delivery Indicators.

The following provides a basis for comparison of a base year (1991) to the reporting year rather than establishing a specific gaming impact cost. This process is used given the ambiguities associated with delineating the cost of additional community development activities and its relationship to gaming impacts.

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|---|----------|
| a. Annual number of planning/community development activities during 1991
(Plat reviews, rezoning applications, building permits, annexation agreements, etc.) | _____ |
| b. Annual number of planning/community development activities during reporting period | _____ |
| c. Annual personnel and operating cost for planning and community development activities during reporting period | \$ _____ |
| d. Annual fees collected for planning services | \$ _____ |
| e. Percentage of annual budget paid by user fees (d. divided by c.) | _____ % |
| f. Unit cost per planning/community development activity during reporting period (c. divided by b.) | \$ _____ |
| g. Change in service activity (b. minus a.). If zero or less, enter zero. | _____ |
| h. Cost of change (g. times f.) | \$ _____ |
| i. Cost of change supported by user fees (e. times h.) | \$ _____ |
| j. Cost of change supported by local government (h. minus i.) | \$ _____ |
| k. Number of gaming employees residing in jurisdiction (1992). | _____ |
| l. Number of gaming employees residing in jurisdiction during reporting period. | _____ |
| m. Net change in gaming employment (l. minus k.) | _____ |
| n. Percentage change of gaming employees (m. divided by k.) | _____ % |

NOTE: if a cost is identified on line j. and an increase in gaming employees is recorded as a percentage on line n., it is assumed that some of your community development personnel and operating costs have been affected by the presence of gaming. Provide an estimate of applicable personnel and operating costs in the Cost Recovery Form (Lines B.1. and B.2.) and justification for the amount of costs reported in Section C. If no cost is identified on line j. you may still estimate costs resulting from specific gaming commercial or residential developments. This also requires justification in Section C.

SERVICE DELIVERY REPORT (SDR)
Local Government Limited Gaming Impact Fund
PLANNING

Instructions for completing a Service Delivery Report may be found on the Department of Local Affairs website at:
www.dola.state.co.us/LGS/FA/gaming.htm

Reporting Entity (County or Municipality) Name and Address:

Contact Person _____ Telephone # _____

1. How is the development project related to limited stakes gaming operations in Black Hawk, Central City, Cripple Creek and tribal operations in Ignacio or Towaoc?

2. Has the project been initiated? If not, what is the estimated date the project will be initiated?

3. Would the project occur if limited stakes gaming were not in effect?

4. Describe the project and the anticipated growth and development impacts resulting directly from the project (during construction and final build-out phases) which create the need for local government planning work.

5. Describe how the planning work will address impacts resulting from the project on the affected local government.

6. Can the costs of the planning work be recovered from development or plan review fees imposed by the affected local government? If yes, when will the fees be paid? If no, indicate why costs are not recoverable.

7. Provide any additional information not provided above which may be helpful in justifying the need for the planning activity and its relationship to limited stakes gaming.